

WHAT IS CLAIMED IS:

1. A method for the collection and storing of Cross Technology information, comprising:

5 collecting information regarding a consumer's use of a computer and the consumer's use of any connected peripherals to the computer,

wherein the collected information is used to provide content choices to the consumer to select content from the Internet by way of the computer, and to select available content from any one of the connected peripherals.

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2 A method according to claim 1, further comprising:

allowing the consumer to bookmark favorite Cross Technology Media as part of the collected information.

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3. A method according to claim 1, further comprising:

providing the collected information to a central server or servers for processing of the collected information and for sending content choices back to the computer for selection by the consumer.

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4. A method according to claim 1, further comprising:

comparing the collected information of the consumer to a set of categories of content to establish a profile of the consumer.

5. A method according to claim 4, further comprising:

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refining the profile of the consumer based on an amount of collected information obtained from the consumer.

6. A method according to claim 3, further comprising:
comparing the profile of the consumer with available content and
selecting content that meets perceived interests of the consumer based on
the profile of the consumer.

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7. A method according to claim 3, further comprising:
comparing the profile of the consumer with available content and
selecting advertising content that meets perceived interests of that
individual consumer based on the profile of the consumer.

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8. A method according to claim 3, further comprising:
comparing the profile of the consumer with available content and
selecting E-commerce opportunities that meets perceived interests of that
individual consumer based on the profile of the consumer.

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9. A method of providing content to a computer of a user,
comprising:
selecting, by the user, an amount of hard drive space to be made
available for downloads of content to the computer.

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10. A method according to claim 9, further comprising:
determining the amount of hard drive space to be made available for
downloads of content to the computer by using an algorithm.

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11. A method according to claim 10, further comprising:

reserving the amount of hard drive space to be used only for content to be downloaded to the computer.

12. A method according to claim 9, further comprising:
5 determining an optimum time of day to perform the downloads of the content to the computer.

13. A method according to claim 9, further comprising:
determining which of a plurality of selected content are to be
10 downloaded based on an algorithm, the size of each of the corresponding content input from each of the selected content links, and priorities established based on perceived interests of the user.

14. A method of coordinating the downloading of different content
15 from separate and distinct servers to a targeted consumer's computer.

15. A method according to claim 14, further comprising:
organizing the downloading of the different content from the separate and distinct servers to the consumer's computer as a seamless presentation
20 of content.

16. A method of downloading content from a server computer to a client computer, comprising:
downloading a portion of the content from the server computer to the
25 client computer;

viewing the portion of the content by a user at the client computer;
and

simultaneous with the viewing of the portion of the content,
downloading a remaining portion of the content to the client computer.

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17. A method of displaying cross technology content for a multi-media entertainment system, comprising:

displaying content information regarding the content available for
each media element of the multi-media entertainment system in a guide-like
10 format on a display of the multi-media entertainment system.

18. A method according to claim 17, further comprising:
displaying the content information in a manner modifiable by a user.

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19. A method according to claim 18, further comprising:
displaying the content information in a manner that allows the user to
preview, view, save for later viewing, or delete a particular portion of the
content information.

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20. A method according to claim 18, further comprising:
allowing for the delivery of copyright-protected content in a manner
consistent with a Content Provider's requirements for payment, viewing
and storage of the copyright-protected content.

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21. A method according to claim 17, further comprising:

displaying the content information by displaying the content information on a display of the multi-media entertainment system.

22. A method according to claim 17, further comprising:
5 displaying the content information in a manner that provides teasers concerning content listings.

23. A method according to claim 17, further comprising:
displaying the content information so as to provide a consumer with
10 content data regarding the displayed content information.

24. A method of displaying Cross Technology Content on a display of a monitor of a multi-media entertainment system, comprising:
providing the content as a guide on the display;
15 allowing a user to navigate the guide using a keyboard, by a pointer device, or by voice activation, or by 3-D or animated display of the guide;

25. A method according to claim 24, further comprising:
allowing the consumer to play the selected content from the guide in
20 a Universal Media Player format, which appears as an integrated interface with consistent navigation metaphors and controls.

26. A system for displaying Cross Technology Content for a multi-media entertainment system, comprising:
25 a display that provides the content as a guide for selection of at least one of a plurality of multi-media programs; and

means for allowing a user to navigate the guide and to select one or more of the plurality of multi-media programs for playing on the multi-media entertainment system.